

1/12

100
↘

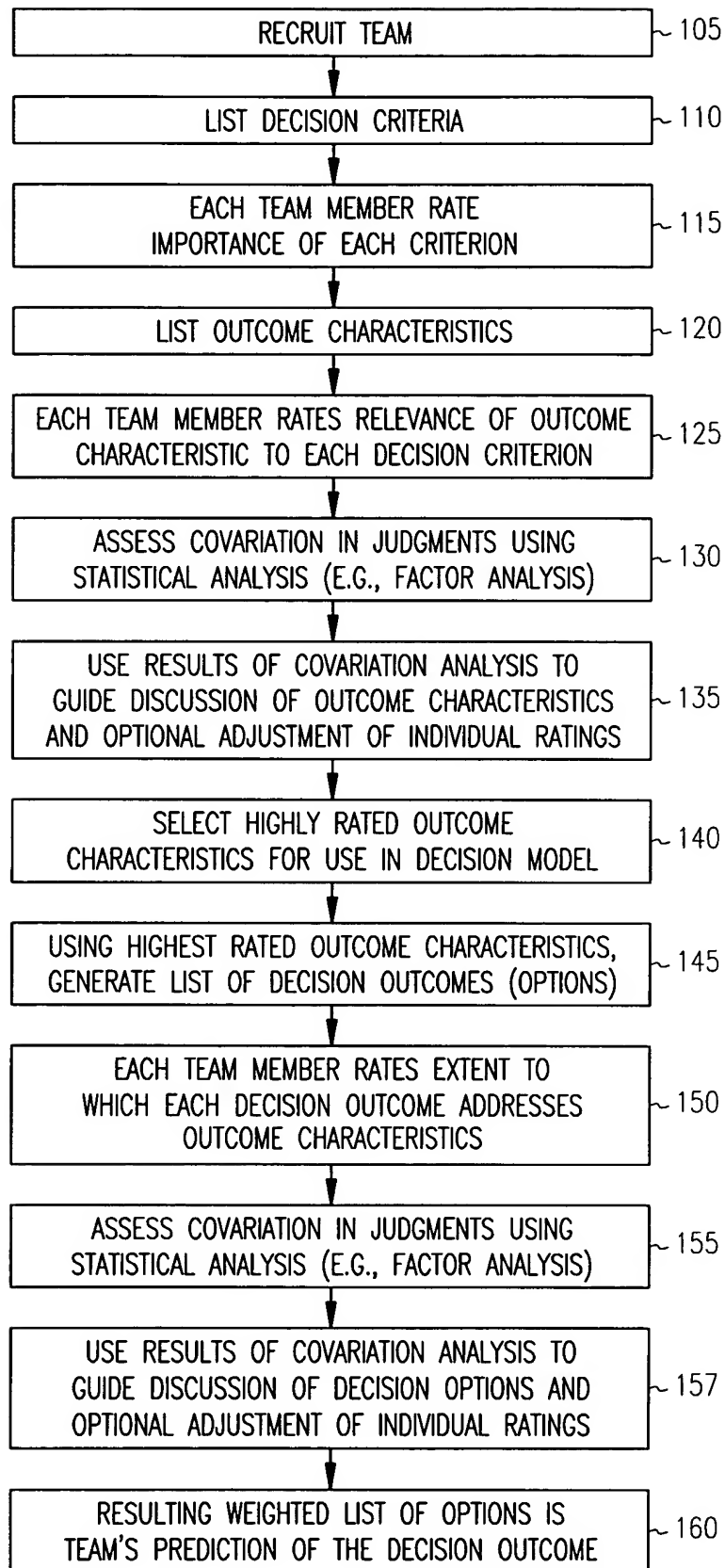


FIG. 1

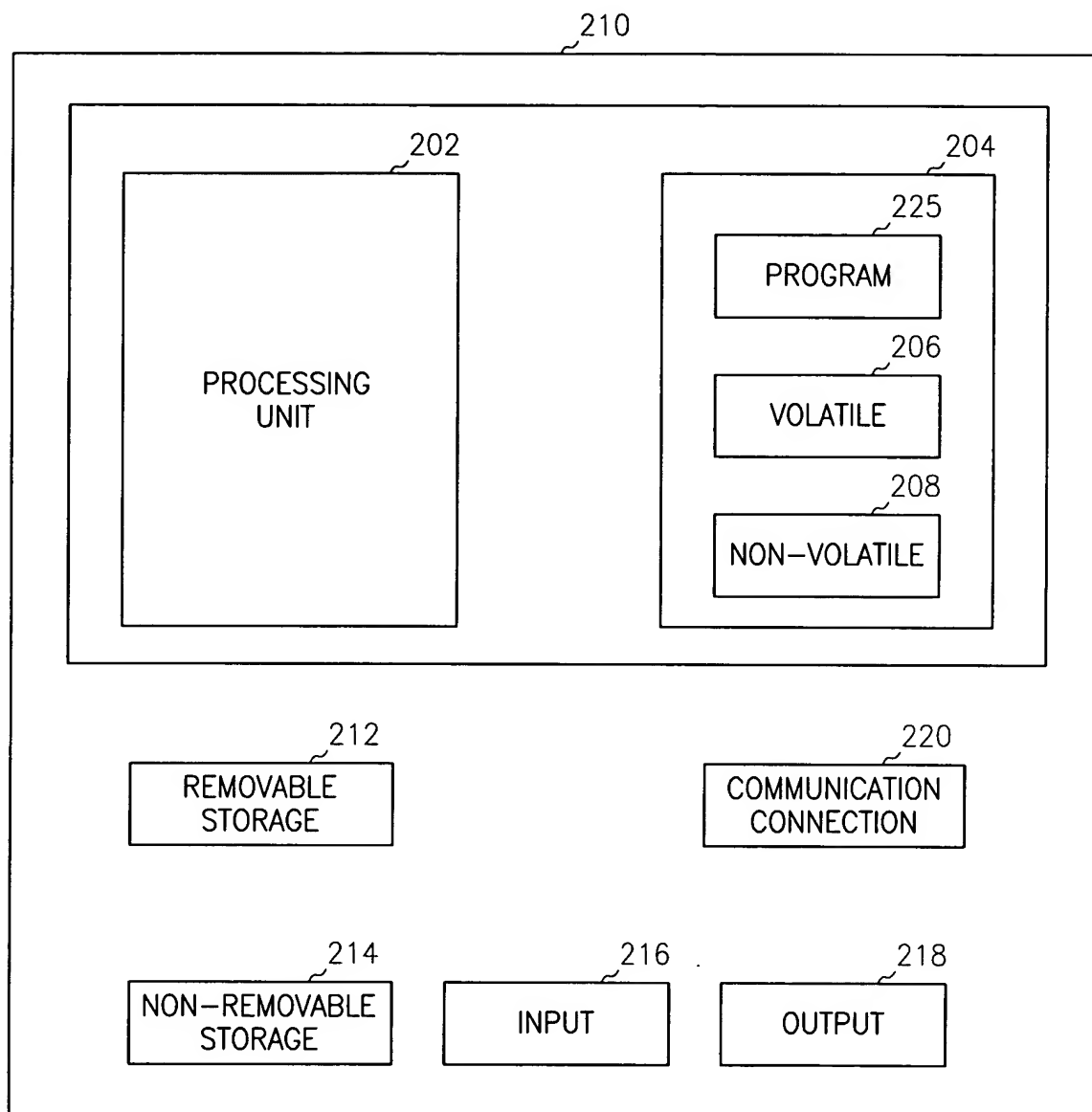


FIG. 2

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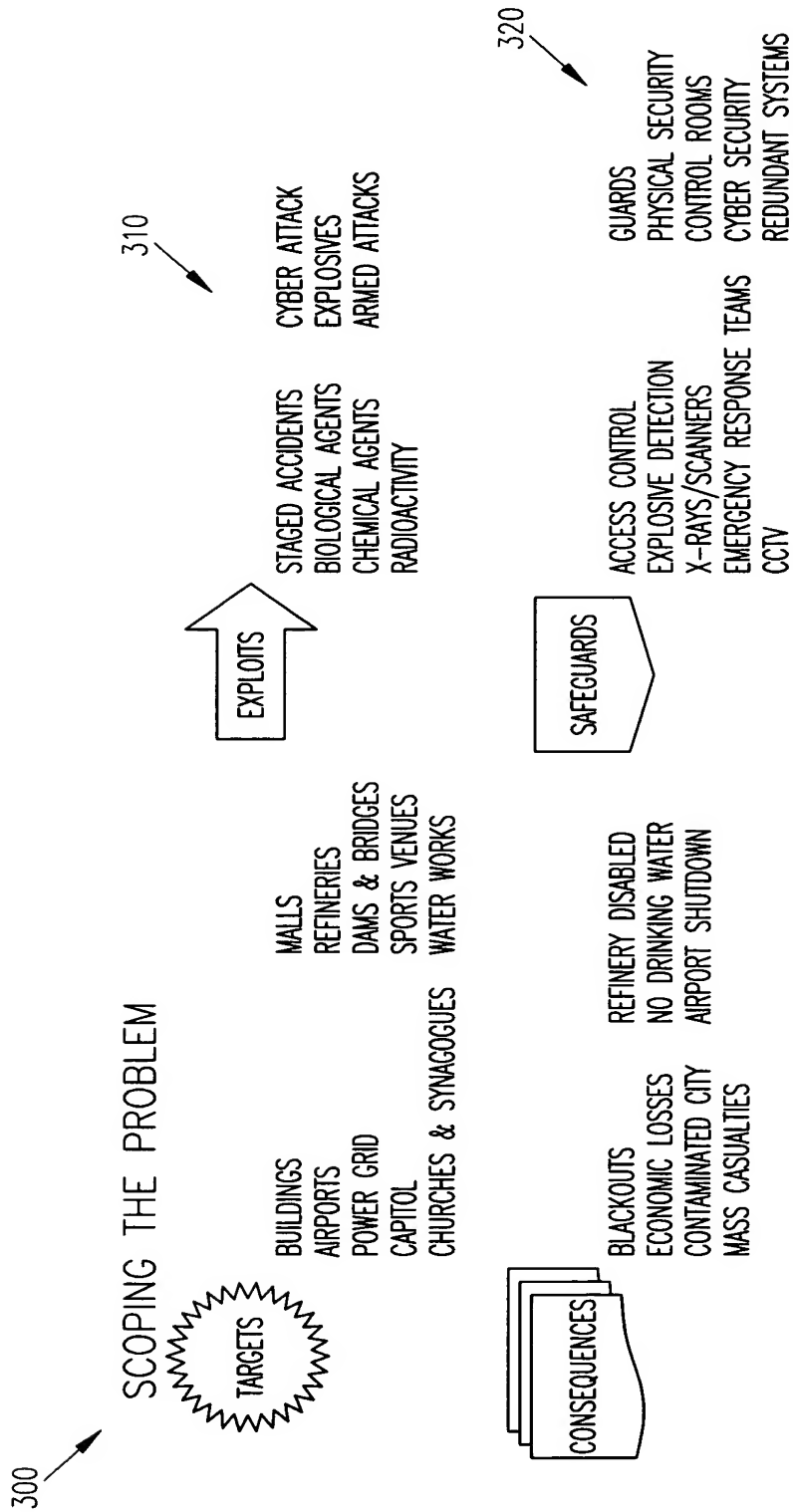


FIG. 3

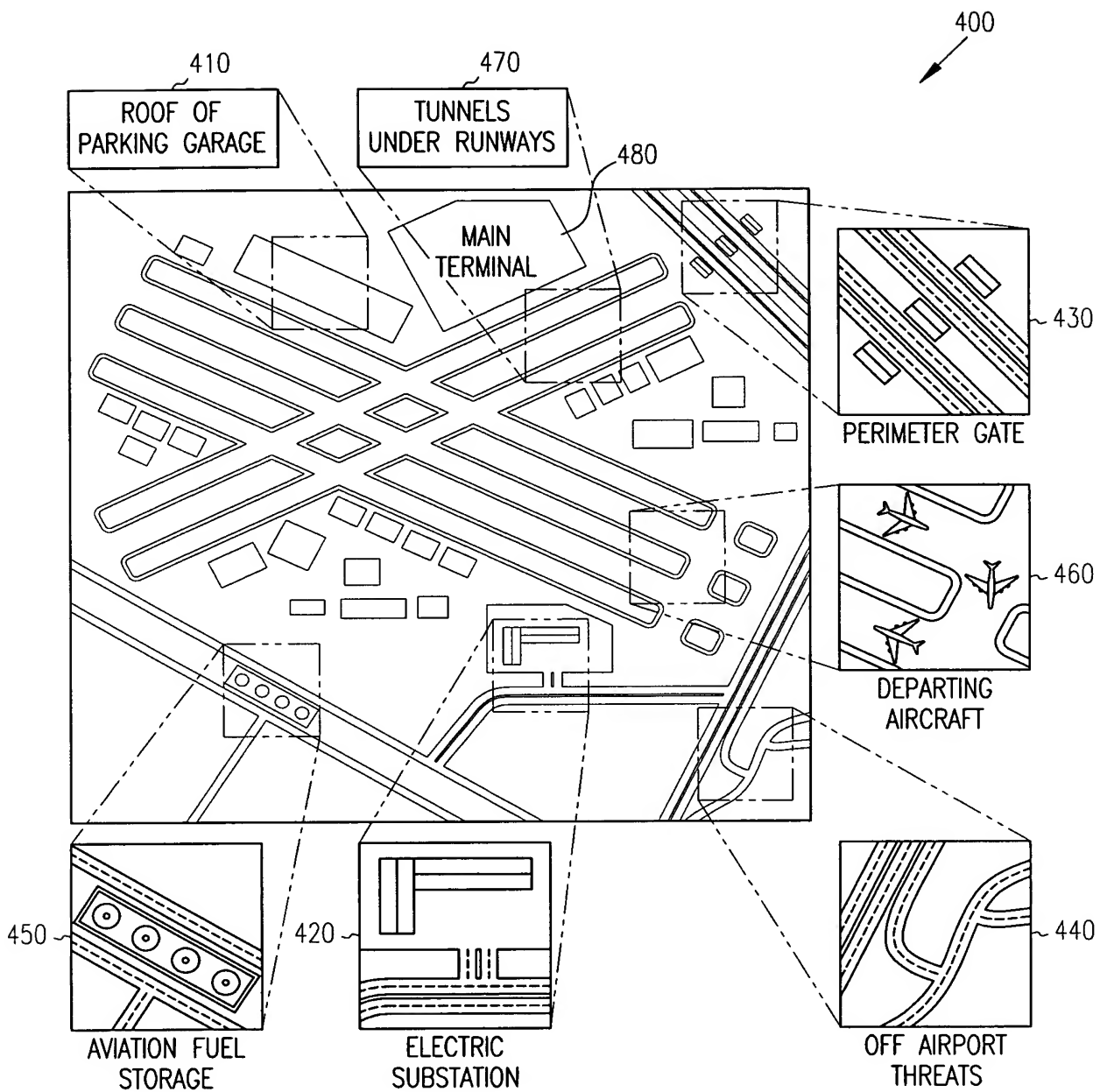


FIG. 4

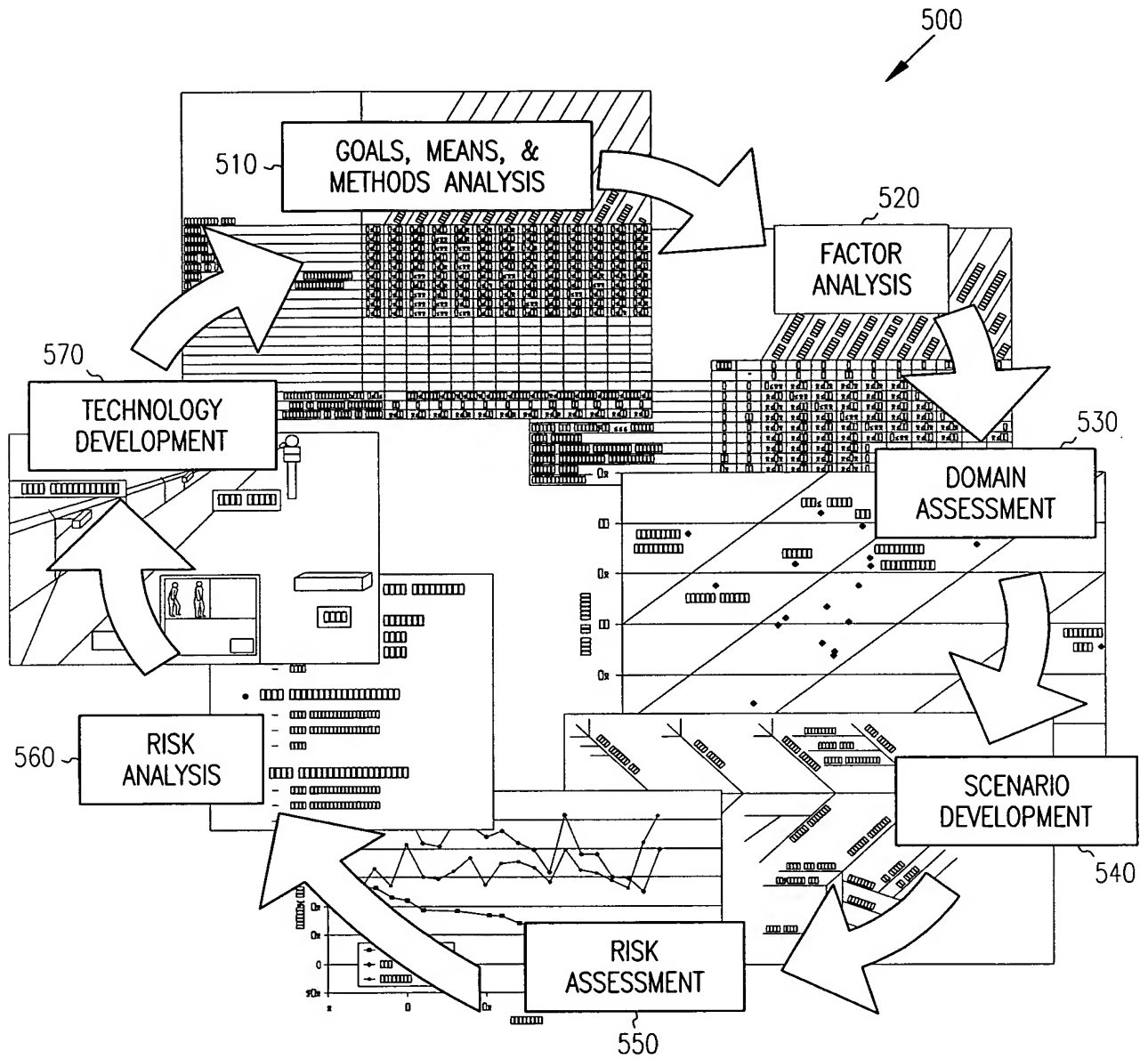


FIG. 5

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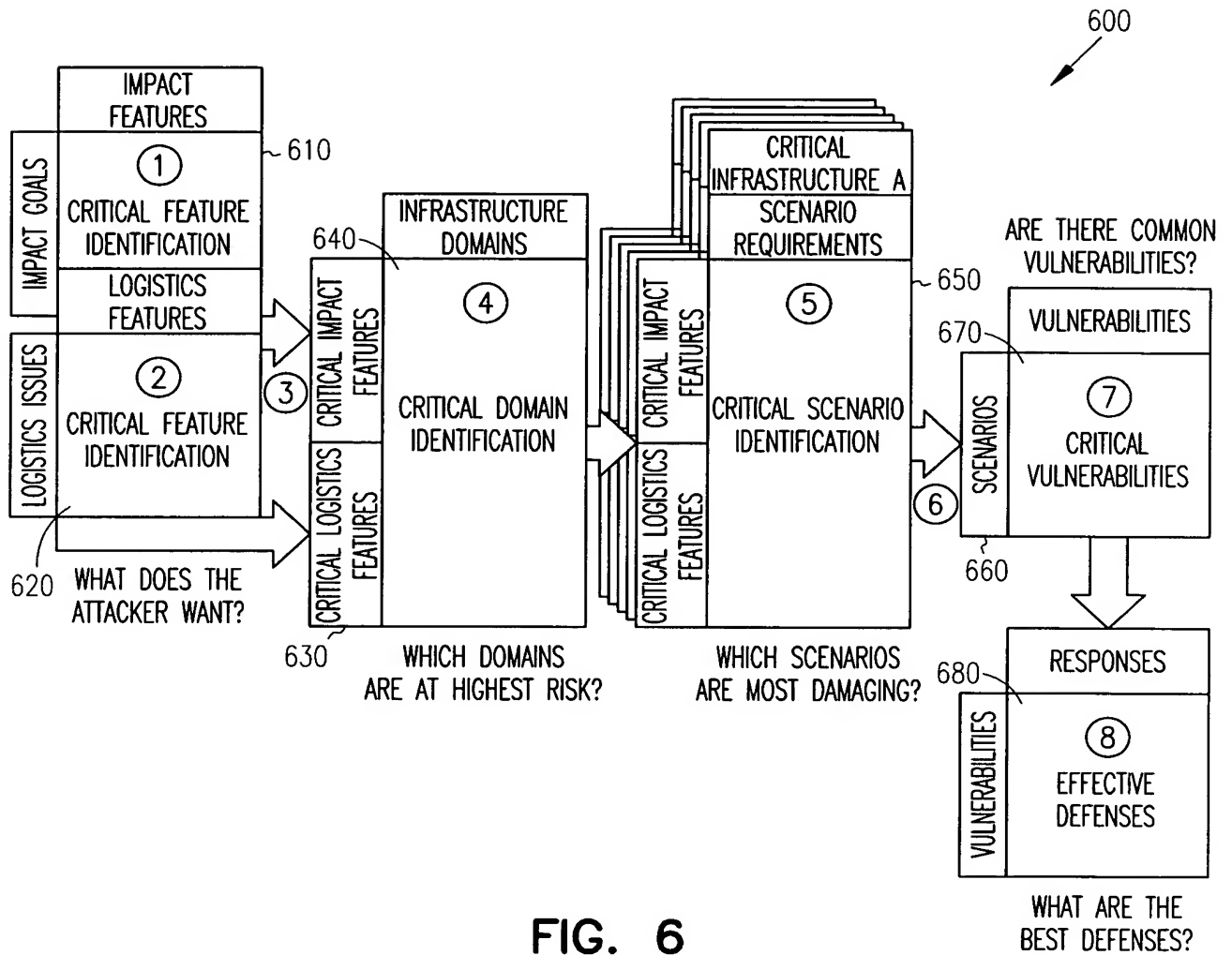


FIG. 6

FIG. 7

700

730 740 750

Fig. 8

Fig. 8

| | RANK | # | 2 | 5 | 4 | 1 | 6 | 3 | 8 | 13 | 10 | 9 | NEWS |
|--|------|----|------|------|------|------|------|------|------|------|------|------|--|
| KILL CIVILIANS | | 1 | 1.00 | 0.54 | 0.50 | 0.50 | 0.40 | 0.36 | 0.33 | 0.50 | 0.43 | 0.42 | ATTACK ICONS |
| DAMAGE THINGS THAT ARE EXPENSIVE TO REPAIR | 2 | 1 | 1.00 | 0.54 | 0.50 | 0.50 | 0.40 | 0.36 | 0.33 | 0.50 | 0.43 | 0.42 | ATTACK DEMONSTRATES RUTHLESS |
| DAMAGE THINGS THAT ARE EXPENSIVE TO REPAIR | 5 | 3 | 0.54 | 1.00 | 0.58 | 0.51 | 0.52 | 0.32 | 0.34 | 0.18 | 0.26 | 0.31 | DAMAGE MILITARY INDUSTRIAL COMPLEX |
| ATTACK BASIC HUMAN NEEDS | 4 | 4 | 0.50 | 0.58 | 1.00 | 0.62 | 0.61 | 0.42 | 0.43 | 0.27 | 0.42 | 0.44 | KILL MILITARY |
| MULTIPLE SIMULTANEOUS ATTACKS | 1 | 11 | 0.50 | 0.51 | 0.62 | 1.00 | 0.45 | 0.46 | 0.35 | 0.30 | 0.40 | 0.43 | ATTACK HAS FOLLOW-ON ... EFFECTS |
| ATTACK HAS FOLLOW-ON ... EFFECT | 6 | 5 | 0.40 | 0.52 | 0.61 | 0.45 | 1.00 | 0.18 | 0.40 | 0.10 | 0.39 | 0.30 | MULTIPLE SIMULTANEOUS ATTACKS |
| KILL MILITARY | 3 | 2 | 0.36 | 0.32 | 0.42 | 0.46 | 0.18 | 1.00 | 0.57 | 0.37 | 0.39 | 0.37 | ATTACK BASIC HUMAN NEEDS |
| DAMAGE MILITARY INDUSTRIAL COMPLEX | 8 | 6 | 0.33 | 0.34 | 0.43 | 0.35 | 0.40 | 0.57 | 1.00 | 0.16 | 0.25 | 0.30 | ATTACK THINGS THAT ARE EXPENSIVE TO REPAIR |
| ATTACK DEMONSTRATES RUTHLESSNESS | 13 | 9 | 0.50 | 0.18 | 0.27 | 0.30 | 0.10 | 0.37 | 0.16 | 1.00 | 0.45 | 0.58 | DAMAGE THINGS THAT ARE EXPENSIVE TO REPAIR |
| ATTACK ICONS | 10 | 16 | 0.43 | 0.26 | 0.42 | 0.40 | 0.39 | 0.39 | 0.25 | 0.45 | 1.00 | 0.65 | MULTIPLE SIMULTANEOUS ATTACKS |
| NEWSWORTHINESS | 9 | 19 | 0.42 | 0.31 | 0.44 | 0.43 | 0.30 | 0.37 | 0.30 | 0.58 | 0.65 | 1.00 | ATTACK HAS FOLLOW-ON ... EFFECT |

FIG. 9

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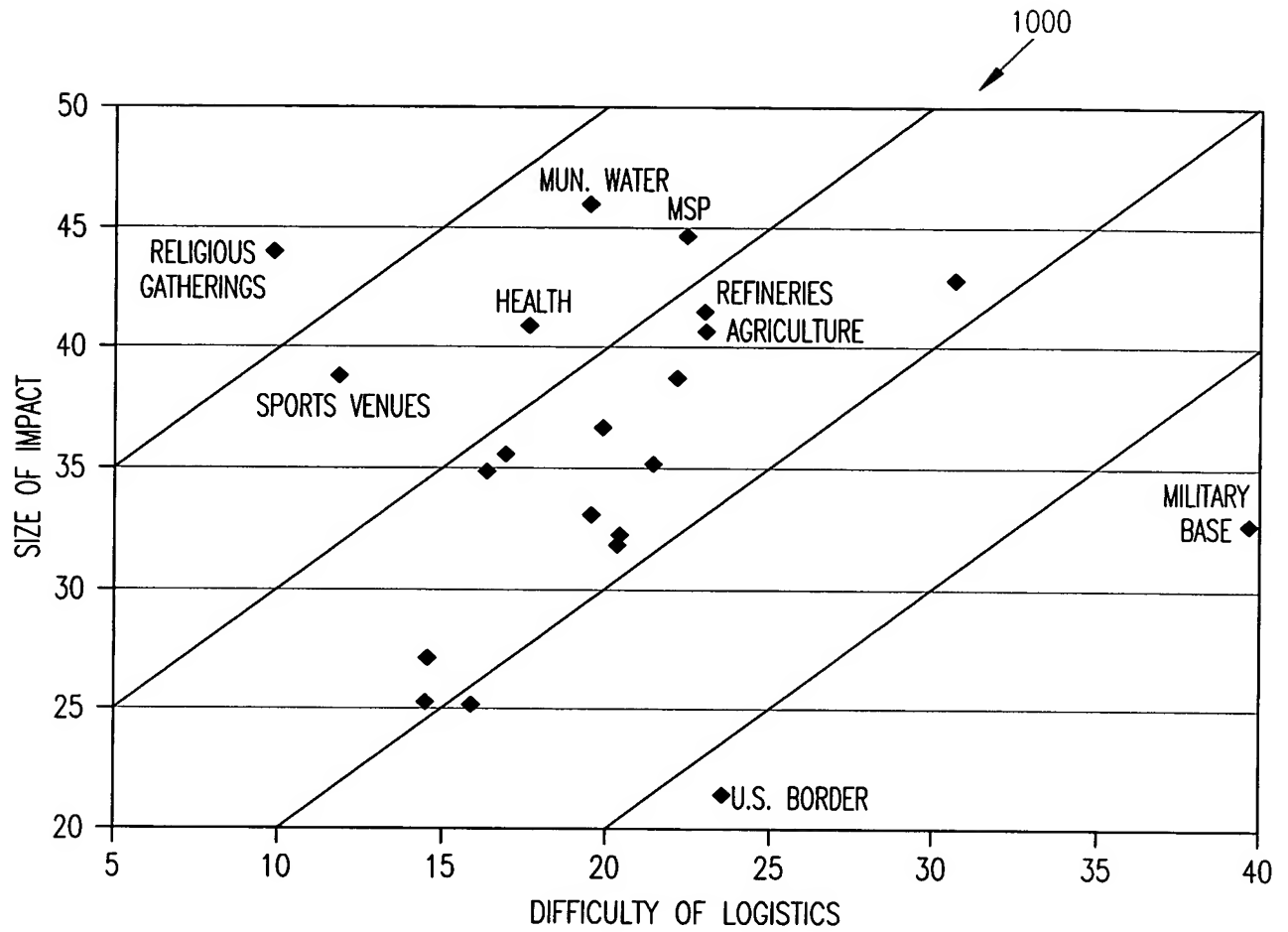


FIG. 10

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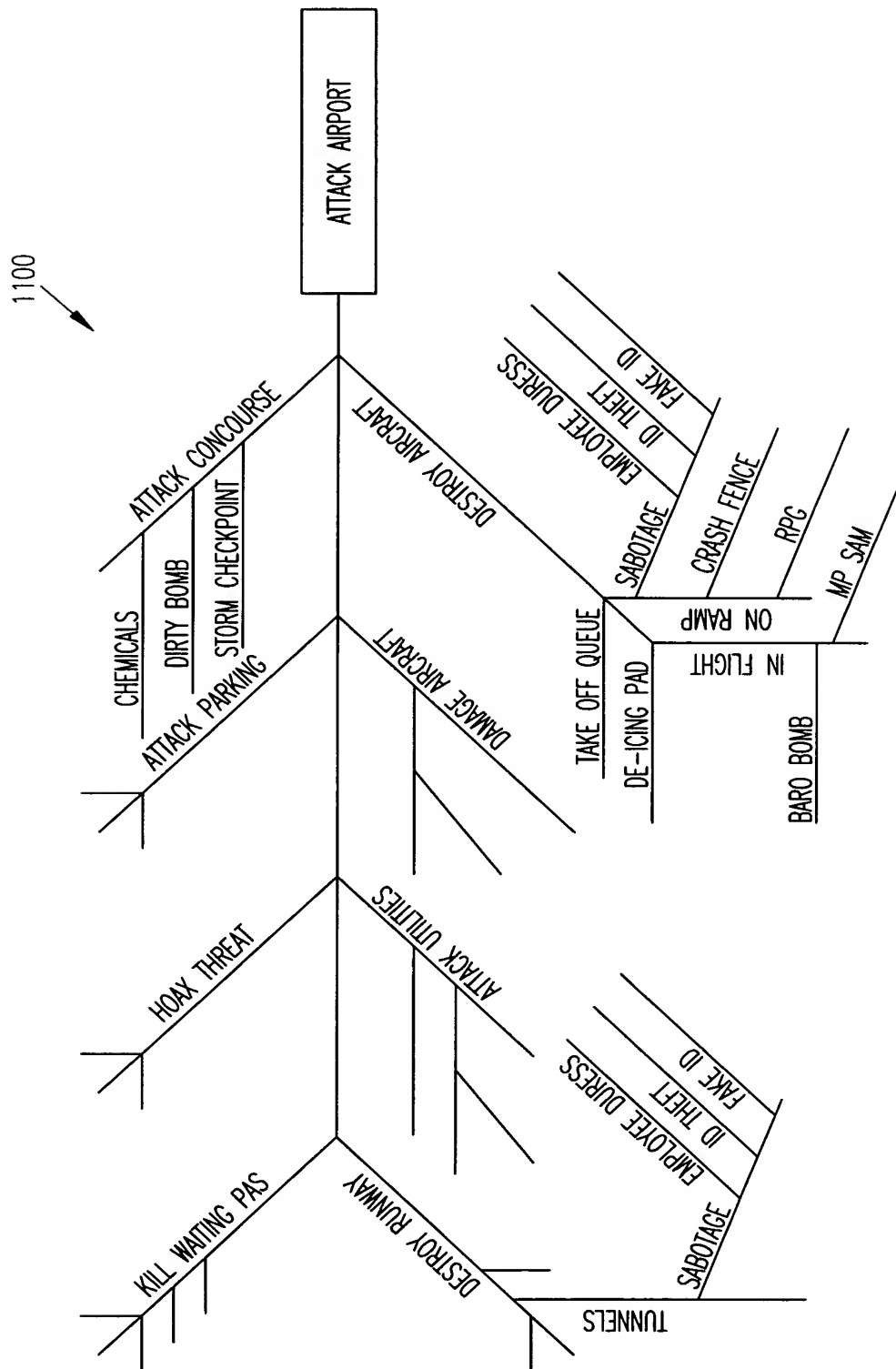


FIG. 11

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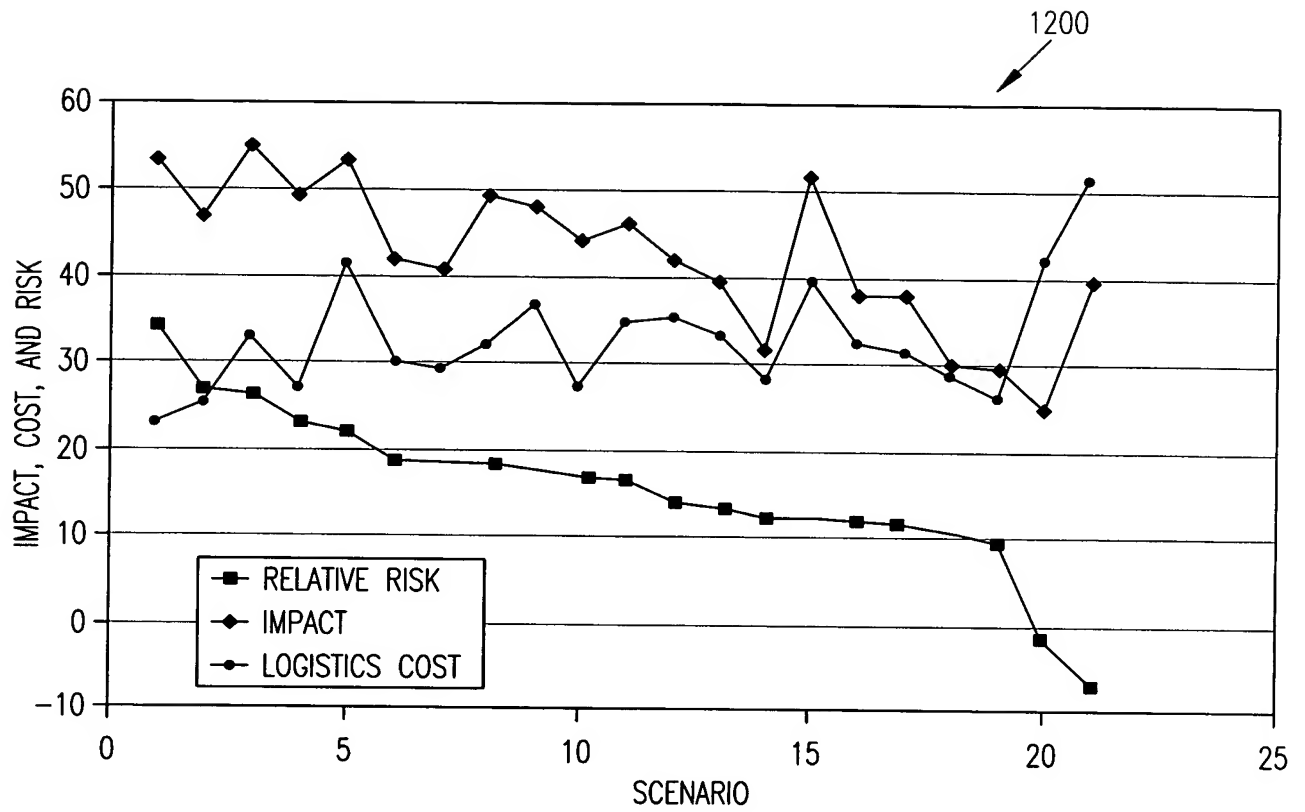


FIG. 12